

Fig. 1

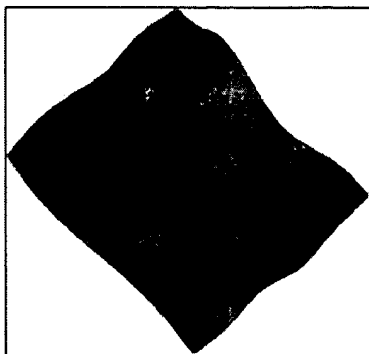


Fig. 2

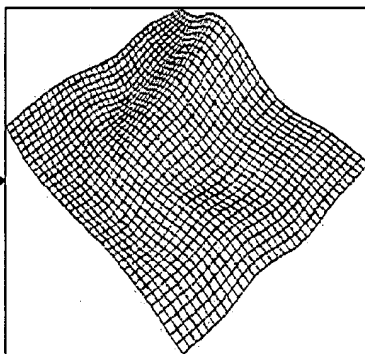


Fig. 3a

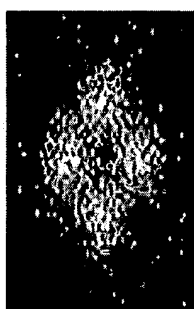
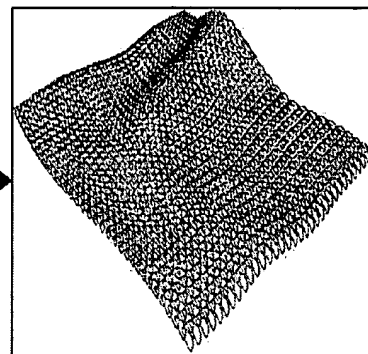


Fig. 4

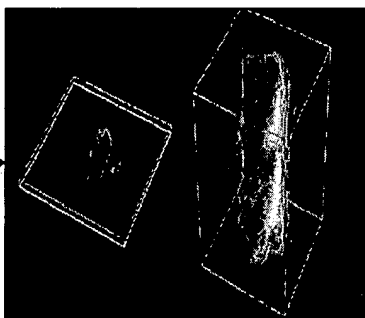


Fig. 5

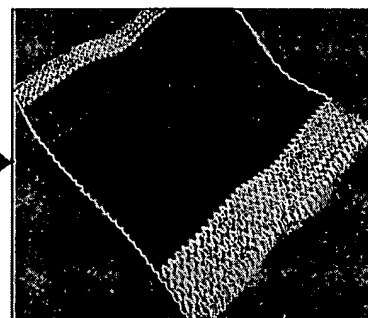


Fig. 6

Fig. 3b

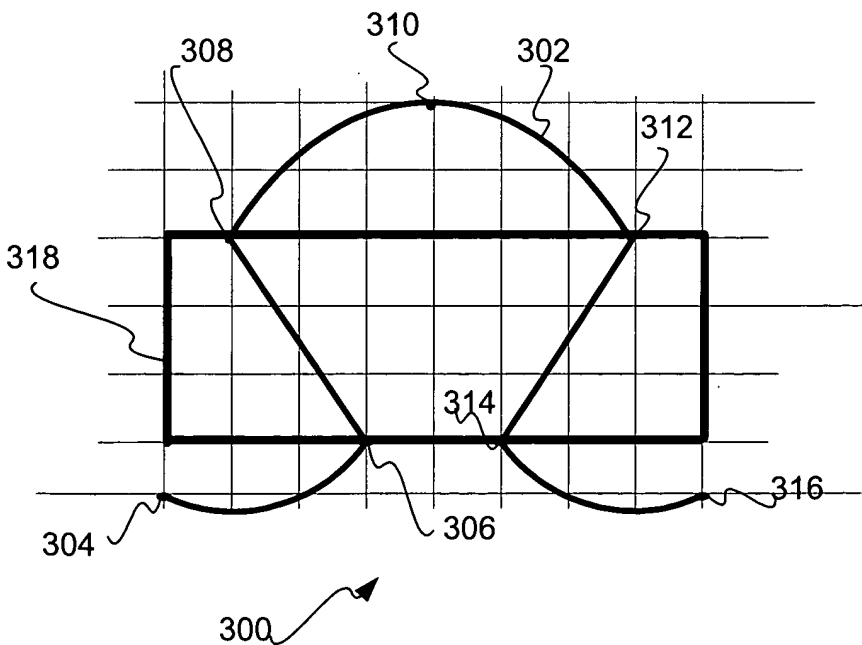


FIG. 3b

Fig. 7a

Fig. 7c

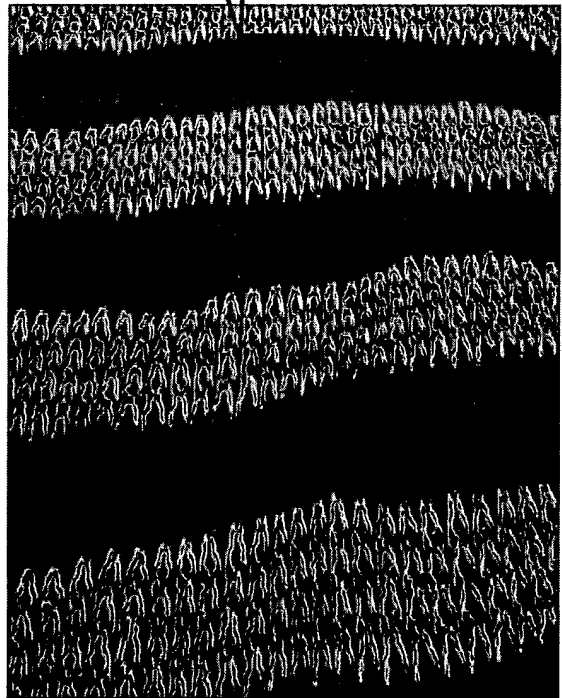
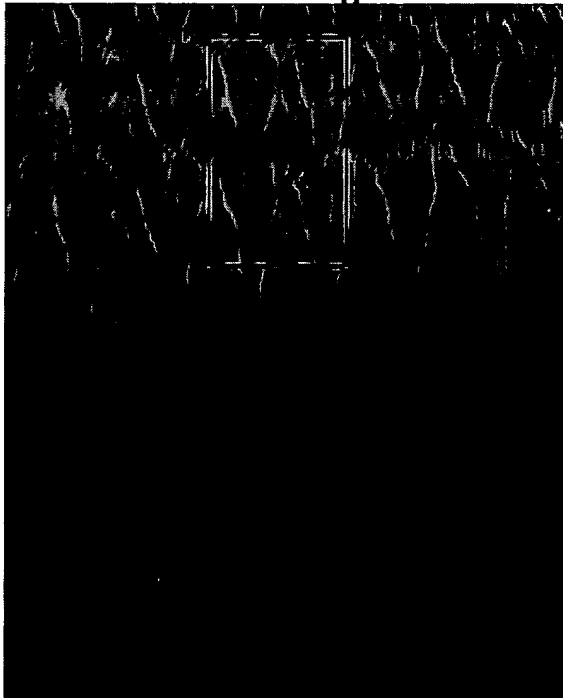
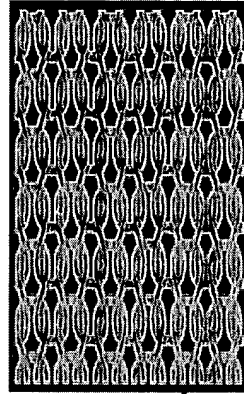
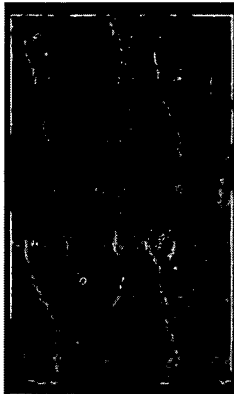


Fig. 7b

Fig. 7d

09928257.031001

Fig. 8a Fig. 8b

Fig. 8c

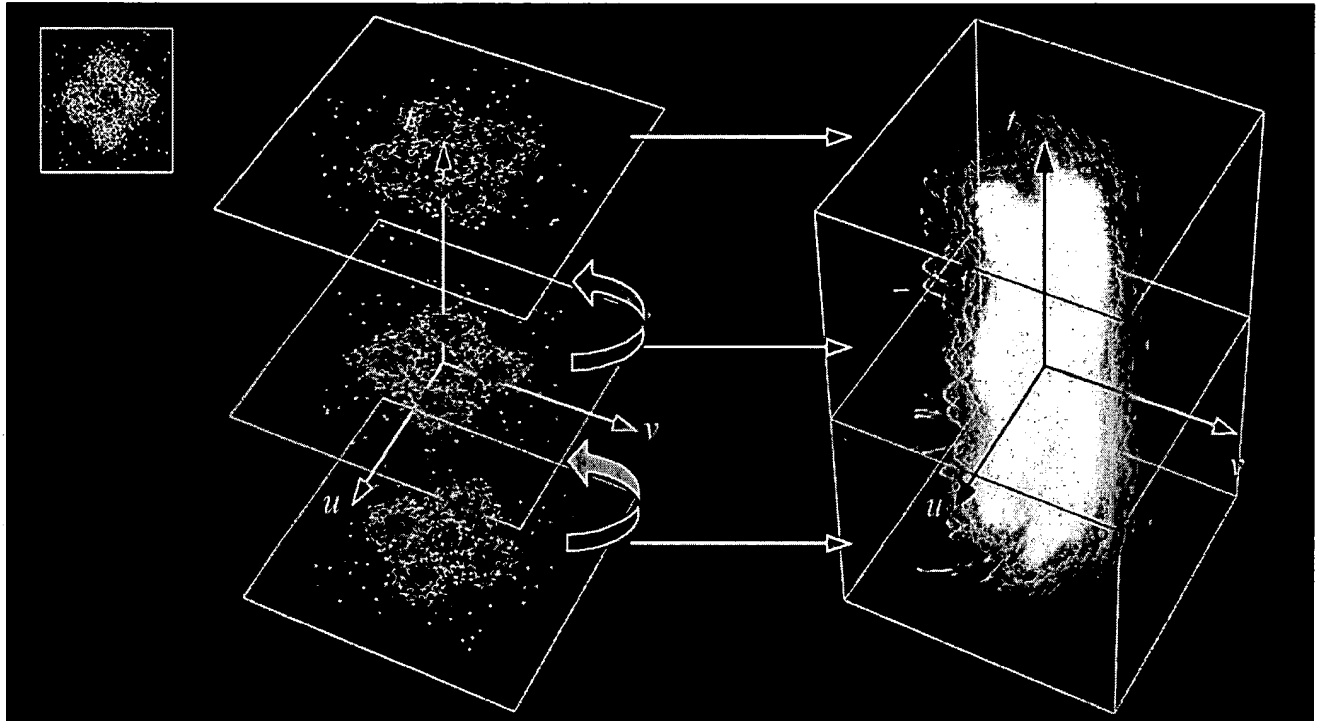
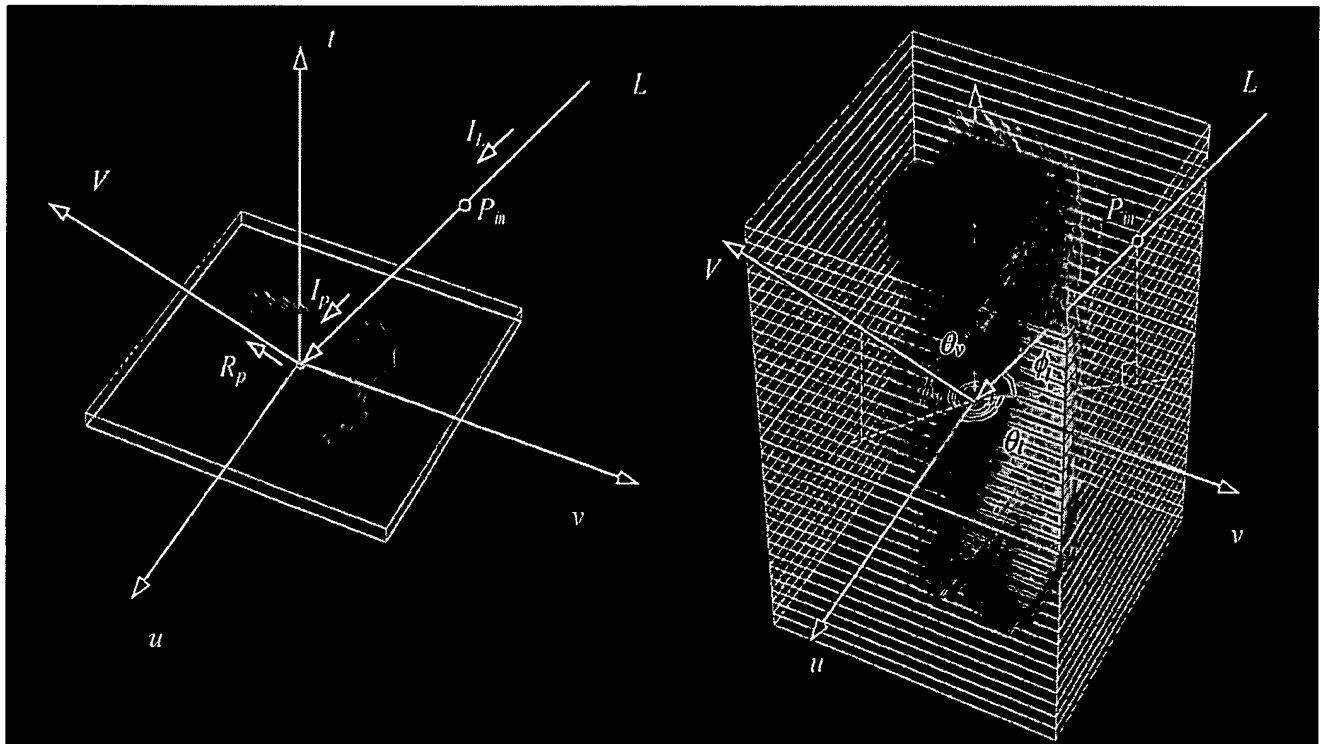


Fig. 9a

Fig. 9b



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Fig. 10a

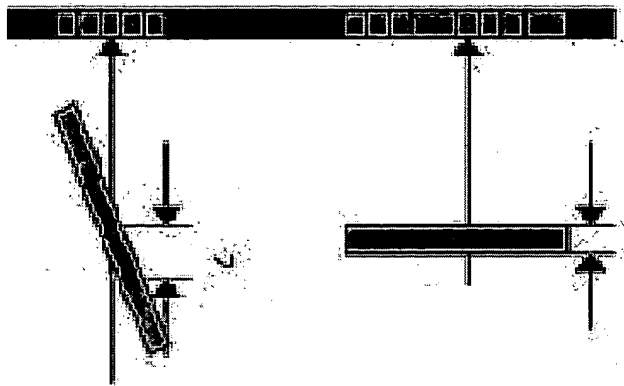


Fig. 10b

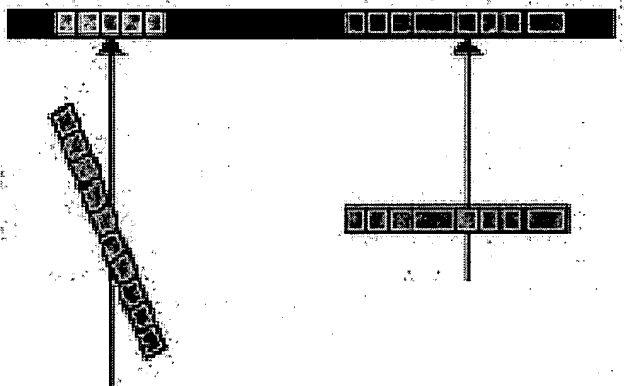
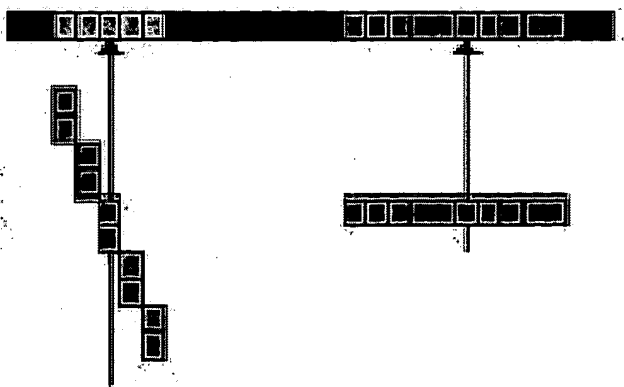


Fig. 10c



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Fig. 11a

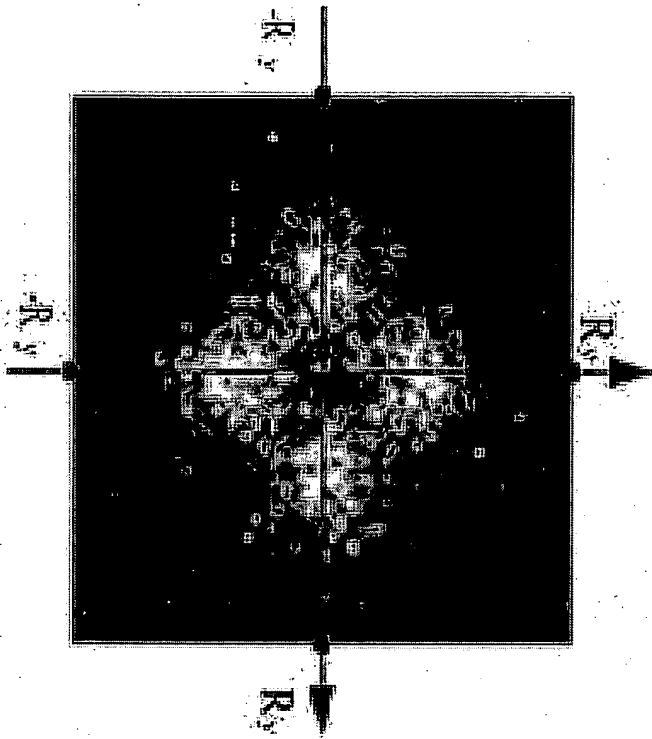
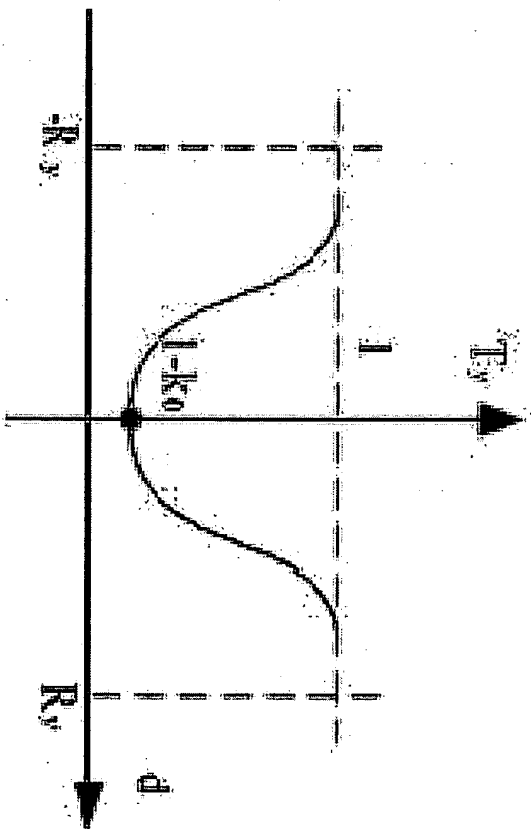


Fig. 11b



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Fig. 12a

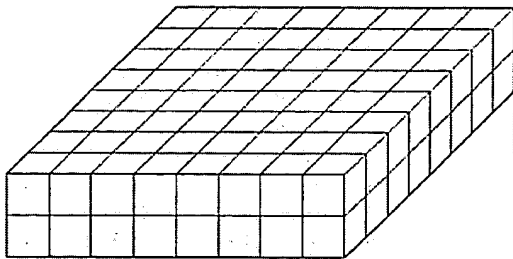


Fig. 12b

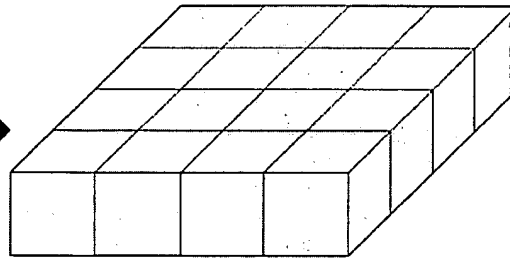


Fig. 16a

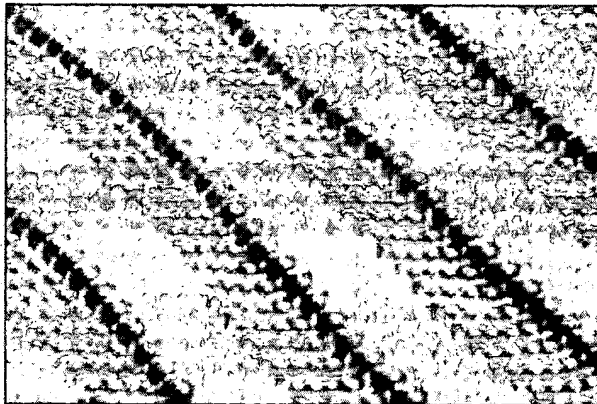


Fig. 16b

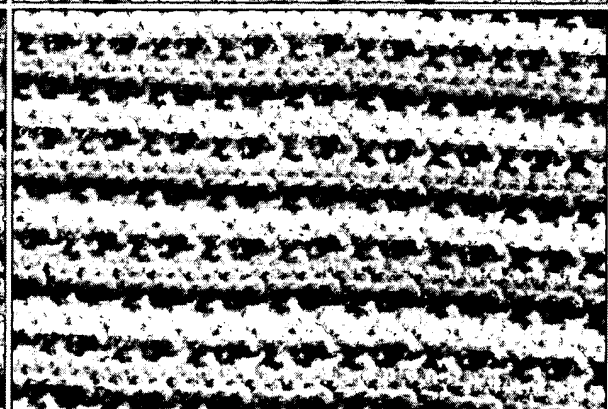
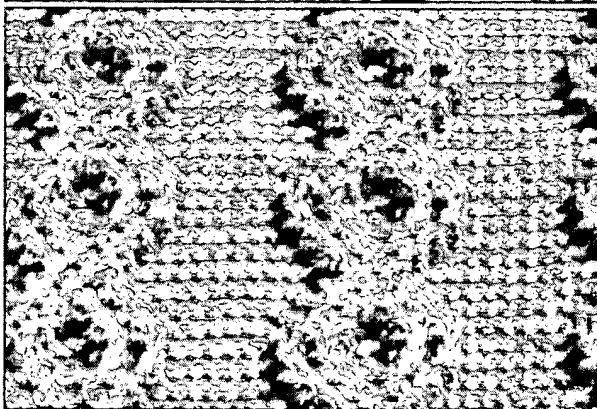
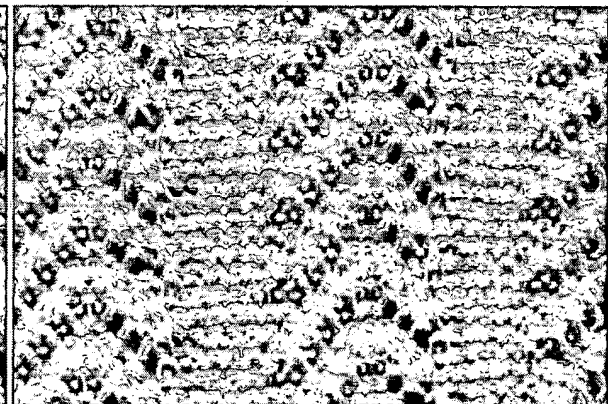


Fig. 16c

Fig. 16d

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Fig. 13

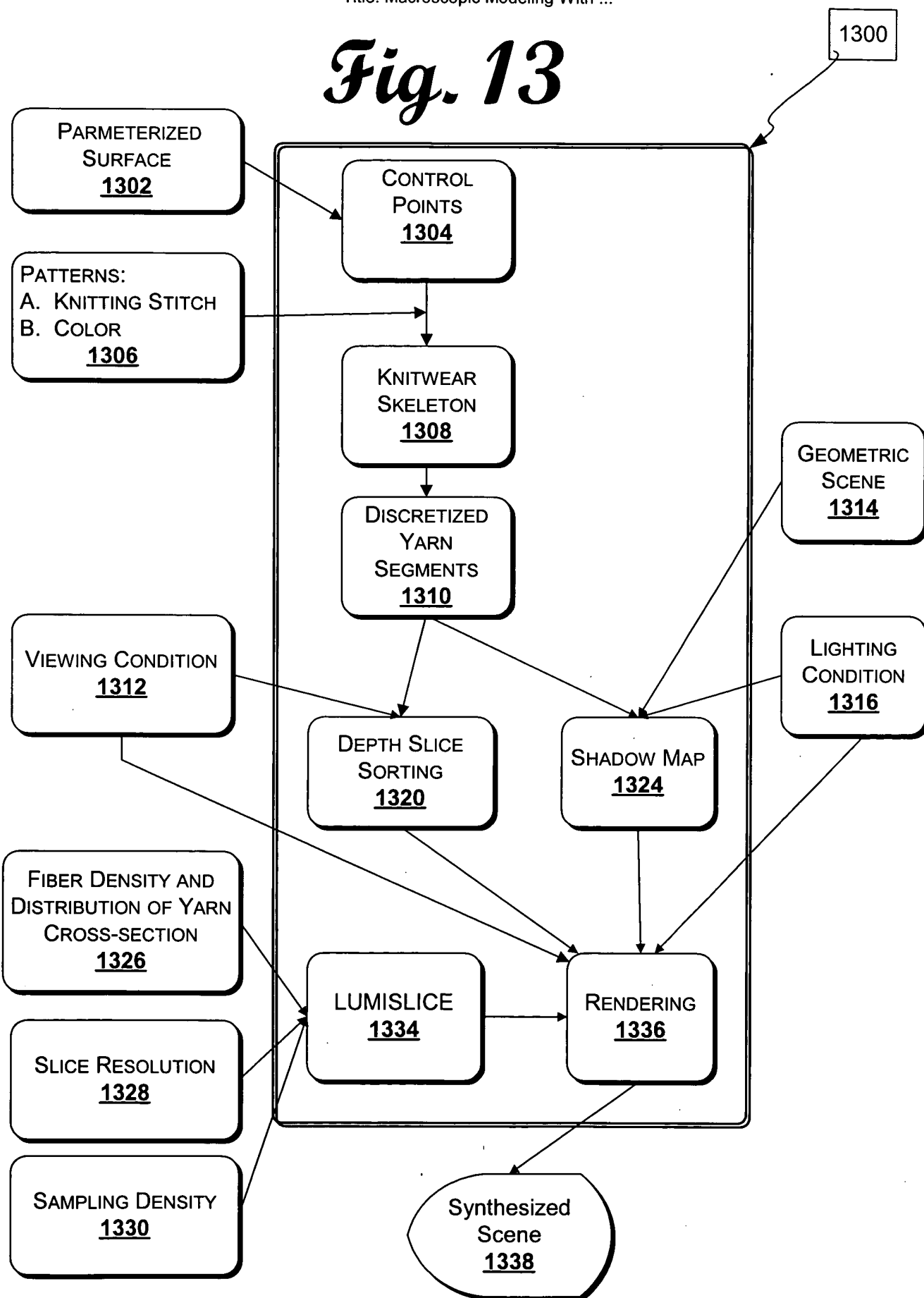


FIG. 13

Fig. 14

1402

CREATE SHADOW MAP

1404

Draw Color and Depth of Geometric Objects From View point
in 1st Buffer

1406

Bit Map Yarn into Cylindrical Polygons in 1st Image Buffer:
Pixels Covered by Yarn: Set to '0'
Pixels Not Covered by Yarn: Set to '1'

1408

Draw Geometric Objects with Shadow Test;
Save Pixels in 2nd Image Buffer

1410

Sort All Discrete Yarn Segments by Distance From Viewpoint

1412

Disable Depth Test;
Draw Unoccluded Volumetric Yarn on Sorted,
Discrete Yarn Segments Pixels Into 3rd Image Buffer

1414

For Every Pixel in 3rd Image Buffer
Having '1' in the Corresponding Pixel in 1st Image Buffer:
Replace With Color of Corresponding Pixel in 2nd Image Buffer

FIG. 14

Fig. 15a

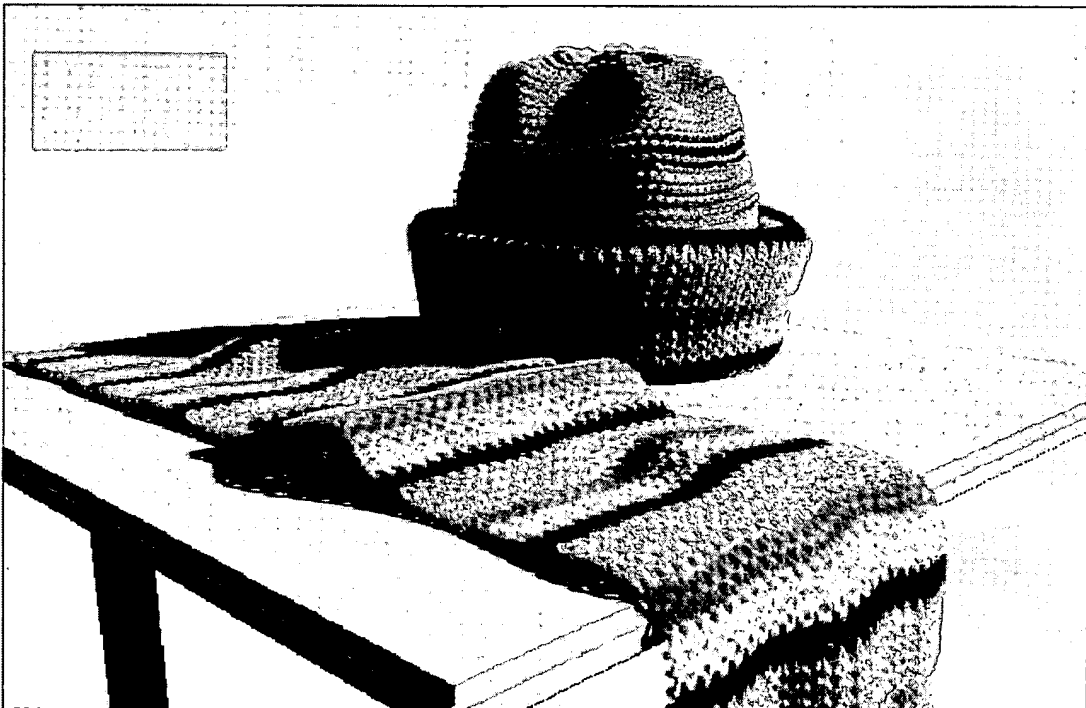
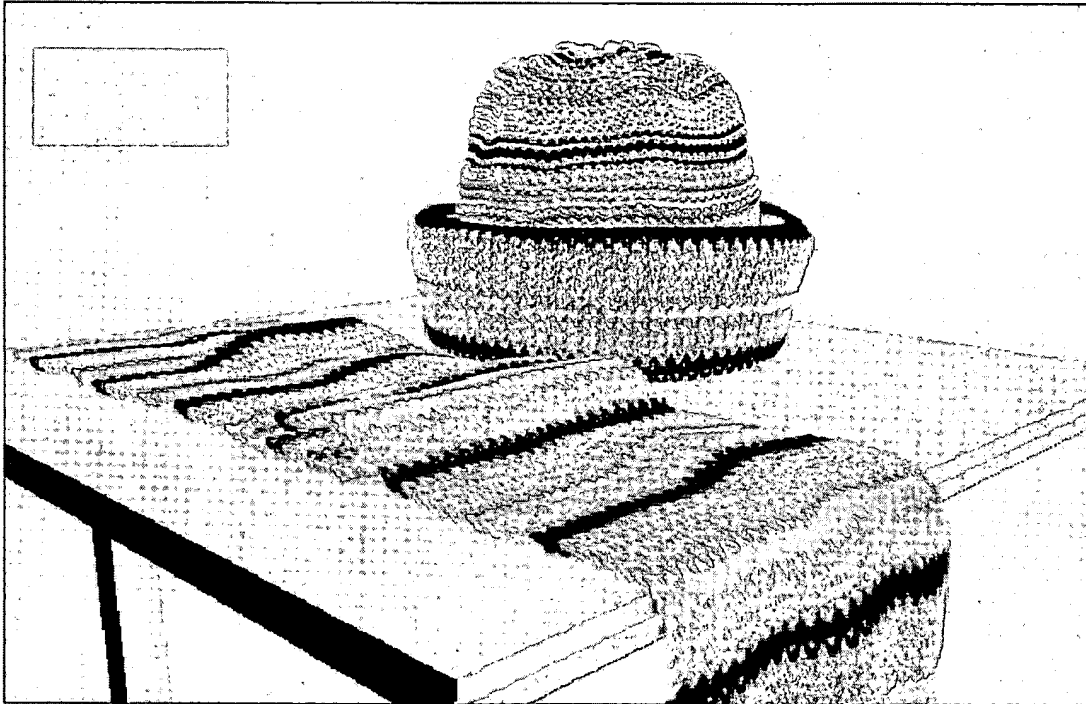


Fig. 15b

FIG. 15a

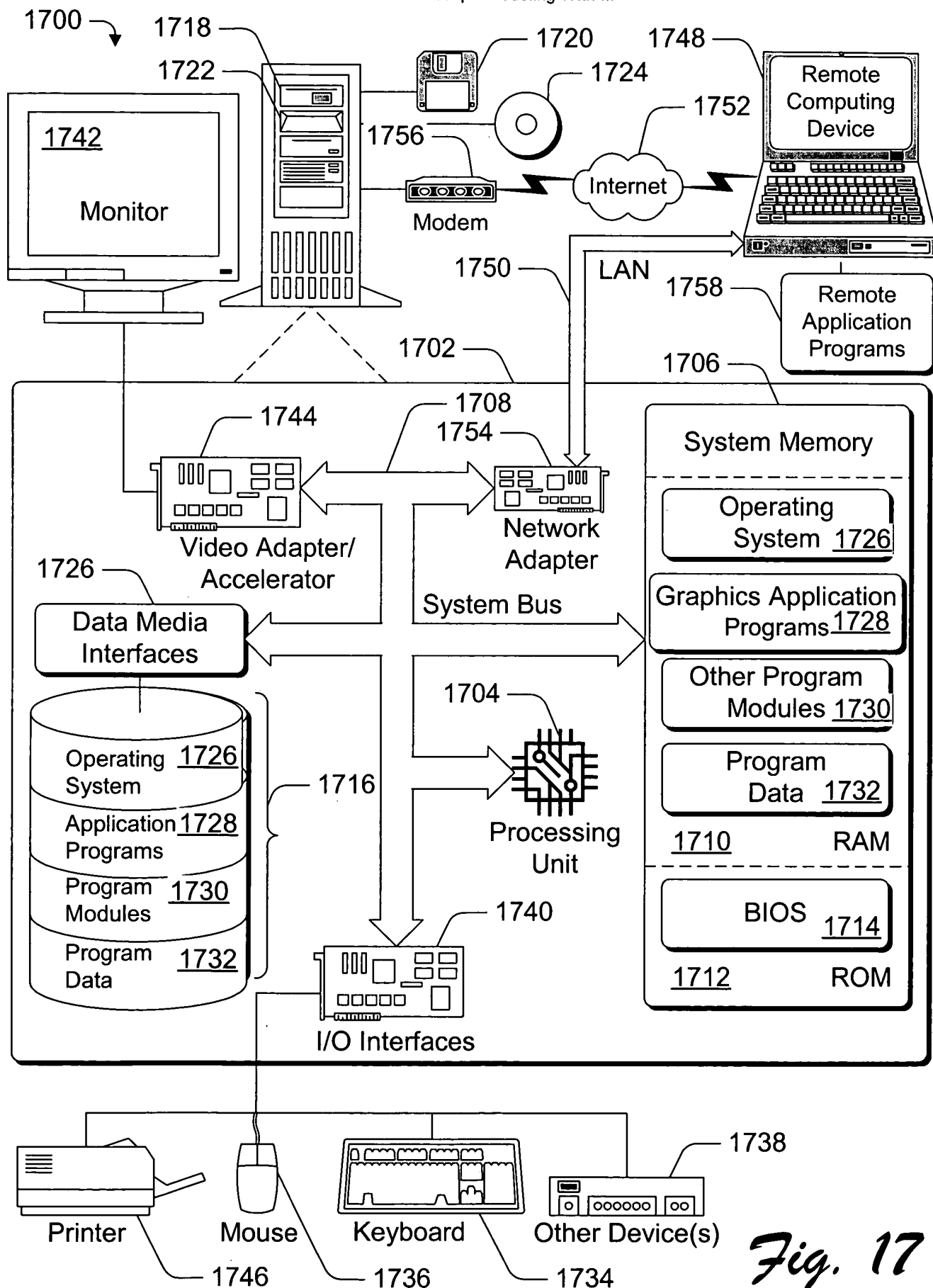


Fig. 17